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BIBLE ADVENTURES

INTRODUCTION

Experience the excitement of three stories from the Old Testament. As Noah, you must gather two of every animal plus food to feed them before the big storm hits. As the mother of Moses you must save your baby before the Pharaoh's soldiers can throw him into the river. As David you must prove yourself by protecting your flock of sheep from lions and bears. Finally, you will fight the mighty Goliath himself using only your sling and five stones.

LEFT & RIGHT ARROWS: Pushing left or right causes the HERO character to move in that direction.

UP & DOWN ARROWS: Pushing up or down allows the HERO to move up and down trees and cavern walls.

UP ARROW: This allows the hero to enter caverns and doorways.

"A" BUTTON: The hero jumps upward. If the "A" Button is pressed while holding the DOWN Arrow, the hero will jump downward.

"B" BUTTON: This causes the HERO to pick up an object. If the HERO is already carrying an object, the object will be thrown. If the "B" Button is pressed while holding the DOWN arrow, the object will be dropped instead of thrown. If the "B" Button is pressed while holding the "UP" arrow, stacked objects will rotate their postions (this only applies when you are carrying more than one object).

SELECT BUTTON: When SELECT is pressed, a status screen is displayed.

PRECAUTIONS

	1)	Store at room temperature.
	2)	extremes.
		Always ensure that power is a
		the cartridge from the Ninte
1	3)	Keep contacts clean (do not)
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1	5)	Do not sit too close to your
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CONTROL

Do not subject to environmental

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NOAH'S ARK

God looked upon the earth, and, behold, it was corrupt. So God asked Noah to make an ark of cypress wood and bring into the ark two of every living thing of all flesh; they shall be male and female. In each world Noah has to complete a checklist of animals which calls for a pair of every unclean animal, and seven pairs of every clean animal. As these animals come to the ark, Noah will pick them up or lead them into the ark.

Unfamiliar with the presence of other animals, many become restless. It may take some of their favorite food to calm them down. See if you can figure out which type of food each animal prefers.

You will discover that there are too many of some species of animals for all to go into the ark. Don't expect too much cooperation from them. Especially watch out for the tree snakes and the woodpeckers. Perhaps you will have to find friendlier snakes elsewhere to complete your checklist. Be careful when aggressive birds get too close.

Trying to get a couple of spirited monkeys into the ark can be quite a challenge. They have a habit of throwing things around which may create a problem. Perhaps a couple of bananas will convince them otherwise.

When Noah is running or jumping, some of the animals will become too heavy to carry. The best way is to push them a little bit at a time or you can try to lure them with food. Remember that bulls and oxen may get anxious and charge you if you approach them from the front.

In the second world, Noah will have to gather enough food for the journey. At this point, most of the remaining animals will not be of any value to Noah. Instead they will try to eat the food.

At sundown, Noah will have to use light generated by the fireflies.

Use the controls to make Noah jump, pick things up, climb trees and scale the inside of caves. If you press SELECT, you can see what Noah has left to gather. Use the UP Key to enter caverns and doorways.

When you encounter a stone tablet, you can pick it up and read it by pressing the B Button. The tablets contain quotes from the Bible, and they give Noah clues and strength to accomplish his mission. Collect all the tablets and read them carefully.



SAVE BABY MOSES

The Pharaoh of Egypt has given orders to his soldiers to cast every male baby born to the Hebrews into the Nile River. A daughter of the house of Levi has given birth to a goodly son. Baby Moses is doomed unless you can help his mother to evade the many dangers and guide her to the river. There she will put Moses into a little ark made of bulrushes and pitch.

You'll have to guide Moses' mother through the Egyptian landscape and to the river bank. Guards are everywhere, and they will try to capture her.

You can pick up Baby Moses the same way you pick up other objects, but be careful when you carry him. He prefers to be on top of everything else that you carry. Press UP and the B Button to rotate your stack.

Other obstacles will get in your way. Watch out for tarantula spiders and naughty kids. Beware of the soaring cranes that may take the mother of Moses away from her destination.

You will encounter stone tablets containing Biblical quotes. These provide clues and give you extra health and strength. Gather the tablets and study them carefully.

Each level increases in difficulty.





David will have to find t them back to the main will try to eat the sheep and save them.

You'll have to help Davi hills and trees. Squirre try to knock you off the block your path. Mountai charge you with their flock is gathered, you ha

Again, you will encou containing Biblical carefully.

PART 2. David fights Gol

David must fight Goliath The shield bearer will pr defeat him. After defeat you will have to fight G him in just the right spo one shot.

DAVID AND GOLIATH	This equipmen
PART 1. David must prove himself by fighting lions and bears to protect his flock of sheep.	not installe manufacturer' television re with the limi the specifica designed to interference does cause in can be determ
Initially, David has to gather his flock of sheep. Some of them have strayed and might be just about anywhere. the lost ones and carry flock. Lions and bears p unless David can find	encouraged to the following REORIEN RELOCAT MOVE th PLUG th receive If necessary, radio/TV tech the following Commission INTERFERENCE Government P 004-000-00345 Note:NES 1
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COMPLIANCE WITH FCC REGULATIONS

ant generates and uses radio frequency energy and if led and used properly, that is, in accordance with the 's instruction, may cause interference to radio and reception. It has been type tested and found to comply hits for a Class B computing device in accordance with sations in Subpart J of Part 15 of FCC Rules, which are to provide reasonable protection against such in a residential installation. If this equipment interference to radio or television reception, which mined by turning the equipment off and on, the user is to try to correct the interference by one or more of g measures:

NT the receiving antenna.

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he NES away from the receiver.

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, the user should consult the dealer or an experienced hnician for additional suggestions. The user may find g booklet prepared by the Federal Communications helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV PROBLEMS. This booklet is available from the U.S. Printing Office, Washington, D.C. 20402, Stock No. 5-4.

is the abbreviation for Nintendo Entertainment System.

90 DAY LIMITED WARRANTY

e Inc. (MANUFACTURER) warants to the original at this Wisdom Tree Game Cartridge (CARTRIDGE) shall om defects in material and workmanship for a period of the date of purchase. If a defect covered by this curs within the warranty period, Wisdom Tree will at epair or replace the defective CARTRIDGE free of pt for the cost of returning the CARTRIDGE).

5 THIS WARRANTY SERVICE:

of purchase (Sales Slip) and circle the item.

de a note stating the nature of the problem or defect. n your package freight prepaid, at your own risk of ing damage, within the 90-days warranty period to: M TREE INC. CUSTOMER SERVICE DEPARTMENT-2700 E

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